IN THE SPECIFICATION

Please replace paragraph 2 with the following amended paragraph:

MIDI is a data format, which does not contain sampled audio data like for instance ".
wav"-files, but a specification on how the sound is to be rendered. A MIDI file can be
regarded as a sheet of music in an electronic legible format. It contains information about the
soundtrack and the devices being used and the acoustical parameters which have to be
considered when reproducing the score represented by the data stored in the respective MIDI
file. The collective term acoustical parameter denotes statements defining for instance the
pitch, the note or rest values, respectively, the ~~ludness~~ loudness level, the ~~tempus~~ tempo, the
timbre or special effects like vibrato or reverberation.

Please replace paragraph 3 with the following amended paragraph:

To turn a MIDI file into sound, the information present in the MIDI file has to be
interpreted and formed to data representing a sampled, digital sound. ~~To this respect~~
Therefore, a so-called "MIDI synthesiser" is used, which renders the score of the MIDI file to
sample data. like e.g. those used in a mono or stereo ".wav"-file. "The MIDI synthesiser may
be implemented in software in a digital signal processor or in a separate dedicated hardware.
The rendering of the score is usually based on so-called wave tables, which contain sound
samples of an instrument, like e. g. of a piano, in form of digitally sampled data. On mobile
terminals, like for instance mobile phones, PDAs (Personal Digital Assistants) or the like,
pieces of music are preferably kept in store in form of MIDI files, as the size of MIDI files is
extremely small compared to files containing sampled audio data. A PCM (Pulse Code
Modulation) format audio file, like for example a". wav"-file uses up to 10 Megabyte per
minute of music while the same music can be stored in a MIDI file of less than 10 Kilobyte.
This is possible like already mentioned above, as the MIDI file contains only the instructions

needed by a MIDI synthesiser to reconstruct the respective sound and not the sound data itself.

Please replace paragraph 6 with the following amended paragraph:

As the sound signal rendered from a MIDI file depends on the algorithms and wavetables of the MIDI synthesiser used, critical values of the sampled data obtained when rendering the score, like for instance the maximum amplitude or maximum dynamic rane, cannot be predicted from the data stored in a MIDI file directly. The

 volume and/or the dynamic range of as audio signal reproduced from a MIDI file are commonly adjusted by a dynamic compressor or limiter. These are signal processors implemented in software or hardware modifying the audio signal in the course of reproduction based on the current and past values, ignoring critical values

 like e. g. a peak @ amplitude occurring in the future of the playback. The consequence is a degraded fidelity of the sound reproduction due to the audible ~~up to~~ or annoying artefacts implemented.

Please replace paragraph 17 with the following amended paragraph:

If a score contains only ~~one~~ a few amplitudes, which values are far above the average, the score would be reproduced at a very low sound level. The rendering of the score for obtaining sample data therefore advantageously comprises a limiting step for reducing the crest factor associated with the peak amplitudes of the sampled data rendered.